SELECT/
FIRE
PLANET
DEFENDER
START
START
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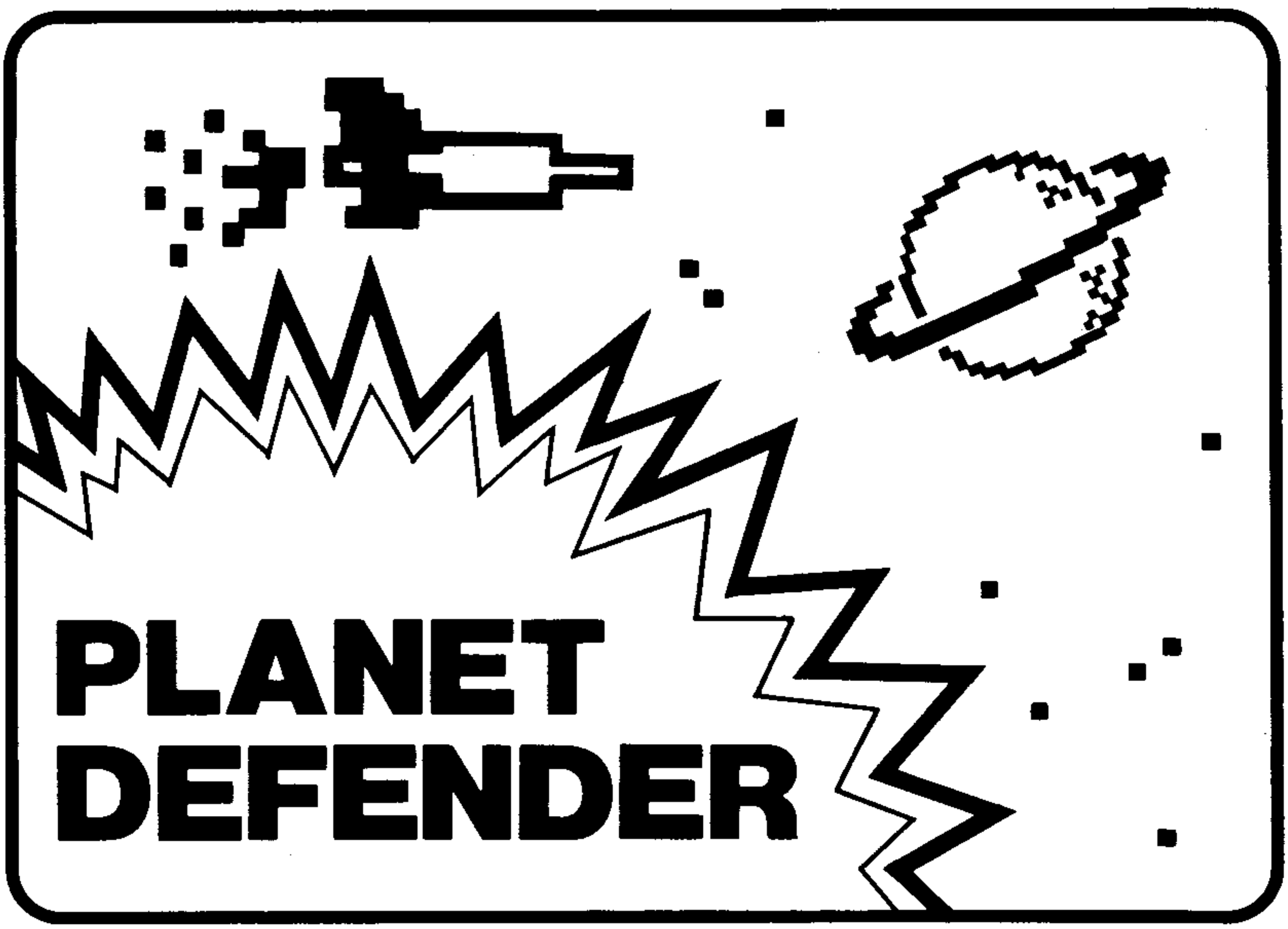
# Home Entertainment & Personal Computing System




# CARTRIDGE INSTRUCTIONS

VTECH

Congratulations! You've just opened one of the most stimulating video games in the galaxy!

## CREATIVISION'S PLANET DEFENDER

**You command the HYPERSPACE CRUISER**
Aliens, from a far galaxy are attacking earth, but first they must conquer the heavily fortified MOONBASE. As they swoop in to attack in unearthly formations, only you, in your speedy HYPERSPACE CRUISER stand between them and total devastation. Blast them out of the sky with your lethal lasar cannon and watch them disintegrate.

**Your space sonar predicts the future!**
Newly developed space sonar gives you an edge on the evil aliens. You can see, in your sonar screen, where they are massing for attack and can prepare to surprise them, before they even get into sight.

**The evil aliens**
With no thought of decency, the evil aliens are prepared to sacrifice their own people to destroy you. Even though their weapons will not work in the thin atmosphere of the moon, they are under orders to try and collide with you and put you out of action.

So keep your distance!

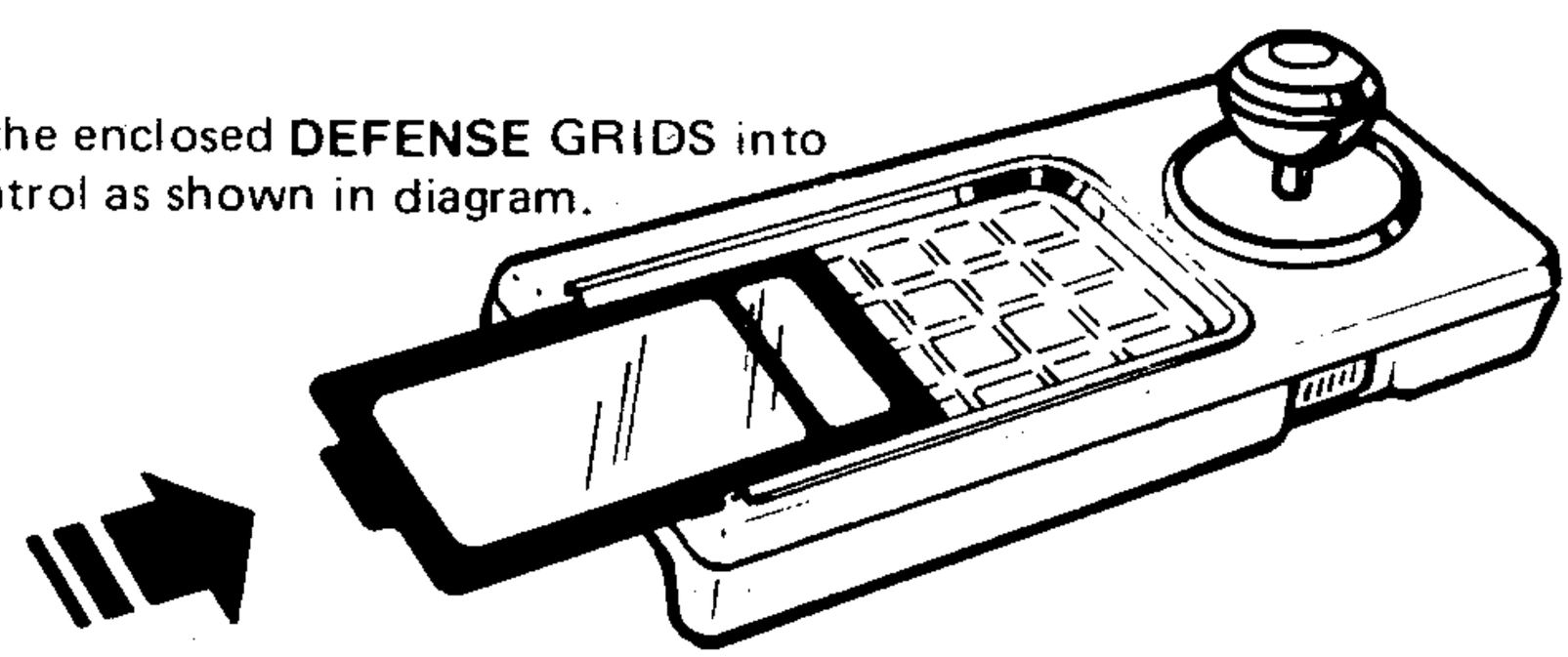
**The pre-attack check!**
Before you can defend yourself against such accomplished foes, you must be prepared, and all your equipment must be in perfect working order. So follow this PRE-ATTACK checklist meticulously.

1) MAIN UNIT ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
2) MAIN UNIT POWER **CORD** . . . PLUGGED IN . . . CHECK!
3) TV SET . . . PLUGGED IN . . . CHECK!
4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
5) **PLANET DEFENDER** CARTRIDGE . . . INSERTED . . . CHECK!

Now you are ready for any alien attack.
MOVE MAIN UNIT POWER SWITCH TO . . . ON position.
The moonscape of Planet Defender should appear in your screen in the demonstration mode. If not adjust your TV until it does.

**IGNITION**

1) Insert one of the enclosed **DEFENSE** GRIDS into each hand control as shown in diagram.



2) Press RESET button on main unit.

**SET CO-ORDINATES**

1) Select BATTLE PLANS #1-8 by pressing the SELECT/FIRE buttons on your hand controls.

**BLAST OFF!**

Press the START button on your hand control. Your ship will appear out of hyperspace on the screen. Your squadron contains only 3 HYPERSPACE CRUISERS and you can only use them one at a time. Once they are hit, the earth is lost.

**TAKING COMMAND!**

To control your HYPERSPACE CRUISER, move the JOYSTICK on your hand control. Moving it up or down will increase or decrease your altitude. Moving left or right will permit your cruiser to make 180 degree rotations and move in either directions.

**FIGHTING BACK**

From the moment your HYPERSPACE CRUISER appears, the evil aliens will be trying to collide with you. To fight back, line them up in front of your cruiser and fire, by pressing the SELECT/FIRE buttons on your hand control.

**Using your SPACE SONAR**

In the top centre of your screen, you will see a small grid which shows clusters of dots to one side or the other of the main grid area. This will tell you which direction aliens are going to come from, so be ready for them.

**MAKING A HYPERSPACE JUMP**

If you are skillful and destroy enough aliens to give yourself 1000 points, you will automatically jump to another section of the moon which is under attack, and can use your skill there.

**Choosing your BATTLE PLAN**

The way in which you plan to fight can often determine the outcome of the battle. You have 8 BATTLE PLANS from which to make your choice:

**BATTLE PLAN #1 (1 player),**

The evil aliens are fast, but cautious. There is only a scout force of them, looking around.

**BATTLE PLAN #2 (2 players)**

Fast but appearing in small numbers, the nasty aliens try to sneak up on you. Try to out-shoot the other player while remaining unhit by the aliens.

**BATTLE PLAN #3 (1 player)**

Moving faster, and in even greater numbers, the rotten aliens try to overpower you, so be careful.

**BATTLE PLAN #4 (2 players)**

Faster moving, larger groups of aliens appear, hoping to catch you or your friend off guard.

**BATTLE PLAN #5 (1 player)**
Supersonic alien craft move even faster, coming out of nowhere with blinding speed. Now is the time to use your space sonar to best advantage.

**BATTLE PLAN #6 (2 players)**
Supersonic alien craft whizz out to try and ambush both you and your friend so keep on your toes.

**BATTLE PLAN #7 (1 player)**
Almost too fast to see now, hordes of alien craft try to use the element of surprise. You have to be like lightening just to see them. Use your sonar continually.

**BATTLE PLAN #8 (2 player)**
Almost too fast to see, the aliens make a last desperate attempt to get rid of both you and your friend. Try to survive by using your space sonar.

## SCORING

Each type of alien craft is worth a different number of points, which will be shown if you manage to shoot them down.

Once you have accumulated 1000 points, you have won the battle and are automatically transported to another danger area to save the day again.

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